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calculating the proximity of the predetermined portion of the instrument to the target based on the optimal location.

3. The method according to claim 1, wherein the proximity comprises a range of proximity, and said determining step comprises the steps of:

5 determining an optimal range of locations for the predetermined portion of the instrument with respect to the target; and

calculating the range of proximity of the predetermined portion of the instrument to the target based on the optimal range.

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4. The method according to claim 1, wherein the proximity corresponds to a final forward position of the predetermined portion of the instrument with respect to the target.

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5. The method according to claim 1, wherein the proximity comprises a first measure of proximity for indicating an outer surface of a target volume and a second measure of proximity for indicating an inner portion of the target volume.

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6. The method according to claim 1, wherein the proximity comprises a first measure of proximity for indicating a front portion of a target volume and a second measure of proximity for indicating a back portion of the target volume, the front portion

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entering the target volume
responding to exiting the t
thod according to claim 1,
steps of:
at least one graphics path
least one path for the instr
he at least one graphics pa
least one path is identifi
cs path marker.
aratus for augmented realit
ioning, comprising:
proximity marker generator
ast one graphics proximity
imity of a predetermined po
target; and
device for rendering the a
ty marker such that the pro
d portion of the instrument
ainable based on a position
t with respect to the at le
ty marker.

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determining at least one graphics path marker for identifying at least one path for the instrument to the target; and

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a graphics proximity marker generator for generating at least one graphics proximity marker that indicates a proximity of a predetermined portion of an instrument to a target; and

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9. The apparatus according to claim 8, wherein said graphics proximity marker generator determines an optimal location for the predetermined portion of the instrument with respect to the target, and calculates the proximity of the predetermined portion of the instrument to the target based on the optimal location.

10. The apparatus according to claim 8, wherein the proximity comprises a range of proximity, and said graphics proximity marker generator determines an optimal range of locations for the predetermined portion of the instrument with respect to the target, and calculates the range of proximity of the predetermined portion of the instrument to the target based on the optimal range.

11. The apparatus according to claim 8, wherein the proximity corresponds to a final forward position of the predetermined portion of the instrument with respect to the target.

12. The apparatus according to claim 8, wherein the proximity comprises a first measure of proximity for indicating an outer surface of a target volume and a second measure of proximity for indicating an inner portion of the target volume.

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13. The apparatus according to claim 8, wherein the proximity comprises a first measure of proximity for indicating a front portion of a target volume and a second measure of proximity for indicating a back portion of the target volume, the front portion corresponding to entering the target volume and the back portion corresponding to exiting the target volume.

14. The apparatus according to claim 8, further comprising:

a graphic path marker generator for determining at least one graphics path marker that identifies at least one path for the instrument to the target,

wherein said rendering device renders the at least one graphics path marker such that the at least one path is identified by the at least one graphics path marker.

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